

IN THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the present application:

1. (Canceled)
2. (Currently amended) The method of claim 1-22 further comprising providing, by another entity, additional data to the video processing entity.
3. (Currently amended) The method of claim 1-22 wherein the associated control signals comprise a video type indication.
4. (Currently amended) The method of claim 1-22 wherein the associated control signals comprise a color component indication.
5. (Currently amended) The method of claim 1-22 wherein the step of ~~determining~~ providing involves comparing at least one control signal to a video processing entity mask.
6. (Currently amended) The method of claim 1-22 wherein the associated control signals comprise a valid indication signal.
- 7-8 (Canceled)
9. (Currently amended) The method of claim 1-22 wherein each element of said input video data is associated ~~to~~ with a pixel.
10. (Currently amended) The method of ~~step claim~~ claim 9 wherein ~~the steps of receiving, determining and processing are repeated~~ said repeating is done until a predefined portion of an image is processed.
11. (Currently amended) The method of claim 1-22 wherein each element of said input video data is associated with a pixel color component.

12. (Currently amended) The method of ~~step claim~~ 11 wherein ~~the steps of receiving, determining and processing are repeated~~ said repeating is done until a predefined portion of an image is processed

13-14. (Canceled)

15. (Currently amended) The method of claim 1 ~~22~~ wherein ~~the steps of receiving, determining and processing are repeated~~ said repeating is done until a predetermined amount of pixels are provided to a termination unit.

16. (Currently amended) The method of claim 15 wherein the ~~termination unit~~ predefined entity is a display unit or a memory unit.

17. (Currently amended) The method of claim 1 ~~22~~ wherein at least one control signal is responsive to a state of at least one video processing entity.

18. (Currently amended) The method of claim 1 ~~22~~ wherein at least one control signal is responsive to a state of at least one other entity that is coupled to the cascade.

19. (Original) The method of claim 18 wherein the at least one other entity is a termination unit or a memory unit adapted to provide additional information to a video processing entity of the cascade.

20. (Currently amended) The method of claim 1 ~~22~~ wherein the ~~step of processing input video data by the current video processing unit involves~~ video processing path includes at least one operation selected from the group consisting of: rotation; resizing, picture brightness control operation, picture contrast control operation, and picture saturation control operation.

21. (Currently amended) The method of claim 1 ~~22~~ wherein the ~~step of processing input video data by the current video processing unit involves~~ video processing path includes at least one operation selected from the group consisting of: color format conversion, alpha blending, LCD display gamma adjustment and color space reduction.

22. (Currently amended) A method for processing video signals by a cascade of video processing entities, the method comprising the steps of:

receiving, by a video processing entity of the cascade, input video data and associated control signals;

providing the input video data to a selected path out of at least one bypass path and at least one video processing path in response to at least one associated control signal, wherein each of the at least one processing path and the at least one bypass path have substantially the same latency;

outputting output video data from the selected path and outputting associated control signals; and

repeating the steps of receiving, providing and outputting until a predefined entity receives the output video data.

23. (Canceled)

24. (Currently amended) The method of claim 4- 22 wherein the predefined entity is a termination unit that is coupled to the cascade of video processing entities.

25. (Currently amended) A cascade of at least two video processing entities, ~~whereas~~ wherein each video processing entity comprises:

an input interface for receiving input video data and associated control signals; logic, coupled to the input interface, for receiving at least one control signal and in response to select a selected path out of at least one processing path and at least one bypass path; ~~wherein~~ whereas the selected path outputs output video data, and wherein each of the at least one processing path and the at least one bypass path have substantially the same latency; and

an output interface, coupled to the at least one processing path and to the at least one bypass path, for allowing a next cascaded entity to receive at least the output video data.

26. (Currently amended) The cascade of claim 25 wherein ~~whereas~~ the next cascaded entity is video processing entity or a termination unit.

27. (Original) The cascade of claim 25 wherein at least one video processing entity is adapted to receive additional data from another entity.

28. (Original) The cascade of claim 25 wherein the associated control signals comprise video type indication.
29. (Original) The cascade of claim 25 wherein the associated control signals comprise color component indication.
30. (Original) The cascade of claim 25 wherein the logic is adapted to compare at least one control signal to a video processing entity mask.
31. (Original) The cascade of claim 25 wherein the associated control signals comprise a valid indication signal.
32. (Original) The cascade of claim 25 wherein each input video data is associated with a pixel or a pixel color component.
33. (Original) The cascade of claim 25 wherein a first cascaded video processing entity is coupled to a pre-processing unit such as to receive from the pre-processing unit a sequence of associated control signals.
34. (Original) The cascade of claim 33 wherein each input video data is associated with a pixel or a pixel color component.
35. (Currently amended) The cascade of claim 33 wherein the pre-processing unit provides the sequence of associated control ~~signal~~signals until the cascade processes a predefined portion of an image.
36. (Original) The cascade of claim 33 wherein the pre-processing unit halts or restarts a provision of associated control signals to the first cascaded video processing entity in response to a status of at least one video processing entity.
37. (Original) The cascade of claim 34 wherein the pre-processing unit halts or initializes a provision of associated control signals to the first cascaded video processing entity in response to a status of another entity that is coupled to the cascade.

38. (Original) The cascade of claim 25 wherein video data can represent video data of at least one video type.

39. (Original) The cascade of claim 25 wherein the last cascaded video processing entity is coupled to a termination unit.

40. (Original) The cascade of claim 39 wherein the termination unit is a memory unit, a display unit or a display interface.

41. (Original) The cascade of claim 39 wherein the first video processing entity stops to receive associated control signals when a predefined amount of video data is provided to the termination unit.

42. (Original) The cascade of claim 25 wherein at least one associated control signal is responsive to a state of at least one video processing entity.

43. (Original) The cascade of claim 25 wherein at least one control signal is responsive to a state of at least one other entity that is coupled to the cascade.

44. (Original) The cascade of claim 43 wherein the at least one other entity is a termination unit or a memory unit adapted to provide additional information to a video processing entity of the cascade.

45. (Original) The cascade of claim 25 wherein at least one cascaded video processing entity is adapted to perform at least one of the following video processing processes: rotation; resizing, picture brightness control operation, picture contrast control operation, and picture saturation control operation.

46. (Original) The cascade of claim 25 wherein at least one cascaded video processing entity is adapted to perform at least one of the following video processing processes: color format conversion, alpha blending, LCD display gamma adjustment and color space reduction.

47. (Canceled)

48. (Currently amended) A computer readable medium having code embodied therein for causing an electronic device to perform the steps of: receiving, by a video processing entity of ~~the~~ a cascade of video processing entities, input video data and associated control signals; providing the input video data to a selected path out of at least one bypass path and at least one video processing path in response to at least one associated control signal, wherein each of the at least one processing path and the at least one bypass path have substantially the same latency; outputting output video data from the selected path and outputting associated control signals; and repeating the steps of receiving, providing and outputting until a predefined entity receives the output video data.

49. (Previously presented) The cascade of claim 25 wherein at least one video processing entity is adapted to determine a state of operation in response to control bit values.

50. (Currently amended) The cascade of claim 49 wherein one state of operation is a energy low ~~consumption~~ consumption state.

51. (Currently amended) The method of claim 4- 22 further comprising determining, by a video processing entity, a state of operation, in response to at least one associated control signal.

52. (Currently amended) The method of claim 51 wherein one state of operation is a energy low ~~consumption~~ consumption-state.

53. (New) The computer readable medium of claim 48, wherein said steps further include:
determining, by a video processing entity, a state of operation, in response to at least one associated control signal.

54. (New) The computer readable medium of claim 53, wherein one state of operation is a energy low consumption state.